

of three interior cards and two corner cards, the corner cards are shared with two adjacent hands, ~~and each side forms a separate payable~~, a player can exchange cards from one hand to another hand, after all exchanges, each of the resulting hands is compared to a payable.

2. (Amended twice) The video poker game of claim 1 where the three interior cards in each hand are dealt face up and the corner cards are dealt face down, the player is given the opportunity to exchange interior cards, the corner cards are revealed after all exchanges, and each of the resulting hands is are compared to a payable after the corner cards are revealed.

3. (Original) The video poker game of claim 1 where the three interior cards are dealt face up and the corner cards are dealt face up.

D) 4. (Amended twice) The video poker game of claim 1 where the player can exchange corner cards ~~can be exchanged~~, but the interior cards are not exchanged.

5. (Original) A video poker game of claim 1 where a six-sided shape is used instead of a four-sided shape.

6. (Amended Once) The video poker game of claim 1 where an additional card is dealt that can be exchanged with one of the corner cards.

7. (Amended Once) The video poker game of claim 1 where an additional card is dealt that is a wild card.

8. (Original) A video poker game of claim 1 where an eight-sided shape is used instead of a four-sided shape.

9. (Original) A video poker game of claim 1 where a 10-sided shape is used instead of a four-sided shape.

10. (Amended twice) An electronic apparatus used to play video poker games comprising at least one visual display, the visual display has cards represented in an n-sided closed figure, each side of the figure is a separate hand that has five cards consisting of three interior cards and two corner cards, the corner cards are shared with two adjacent hands, ~~and each side forms a separate payline~~, a player is dealt the three interior cards face up and the corner cards face down for each hand, the player then can exchange interior cards from one hand to another hand, after all exchanges, the corner cards are turned face up and each of the resulting hands is compared to a payable.

91 11. (Amended once) The apparatus of claim 10 where the interior cards are dealt face down and the corner cards are dealt face up, and the corner cards can be exchanged.

12. (Amended once) The apparatus of claim 10 where all the cards are dealt face up.

13. (Amended once) The apparatus of claim 10 where an additional card is dealt that is used as a wild card.

14. (Amended once) The apparatus of claim 10 where an additional card is dealt that can be exchanged with any one of the corner cards.

15. (Deleted )~~The video poker game apparatus of claim 10 where the corner cards are dealt face up and can be exchanged.~~

16. (Amended once) The apparatus of claim 10 where the player must pay for each card exchange.

17. (Amended twice) A video poker game that has one or more pairs of hands with five cards in each hand, each hand consists of three interior cards and two end cards that are common to each pair of hands, ~~each hand forms a separate payline~~; the three interior cards are dealt face up and the player can exchange interior cards between hands after all exchanges each of the resulting hands is compared to a payable.

18. (Original) The video poker game of claim 17 where the end cards are dealt face down and are revealed after the player has exchanged cards.

19. (Amended Once) The video poker game of claim 17 where two pairs of hands are dealt so that each hand has three interior cards and all hands share two common end cards.

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D/ 20. A video gambling device that displays symbols in a diamond-shaped pattern, each side of the diamond-shaped pattern forms a payline, each payline has one or more interior symbols and two corner symbols, the corner symbols are common to adjacent paylines, a player can exchange symbols from one payline to another payline within the diamond-shaped pattern.

21. A video gambling device that has symbols displayed in an n-sided closed figure where each side of the closed figure forms a payline, each payline has one or more interior symbols and two corner symbols, the corner symbols are common to adjacent paylines, a player can exchange symbols from one payline to another line within the closed figure.

22. A video gambling device of claim 21 where some of the symbols are hidden and revealed to the player only after the player has exchanged symbols from

one payline to another.

23. (had been 22, renumbered to 23; amended once) A method to play a video poker game that comprises the following steps:

- (a) dealing cards in a four sided diamond shape, consisting of 16 cards, where each side is a separate hand that has five cards consisting of three interior cards and two corner cards, the corner cards are shared with two adjacent hands, ~~and each side forms a separate payline,~~
- (b) permitting a player to exchange cards from one hand to another hand;
- (c) after the exchanges, comparing each of the resulting hands to a payable; and
- (d) paying the player according to amounts set out in the payable for each hand.

24. (had been 23, renumber to 24; amended once) A method to play a video poker game that comprises the following steps:

- (a) dealing one or more pairs of five card hands, each pair of hands has eight cards consisting of three interior cards dealt face up and two end cards dealt face down that are common to each pair of hands;
- ~~(b) each hand forms a separate payline;~~
- ~~(c)~~ ~~(b)~~ permitting the player to exchange the interior cards between hands; and
- ~~(d)~~ ~~(c)~~ following the exchanges, revealing the end cards;
- ~~(e)~~ ~~(d)~~ comparing each hand to a payable; and
- ~~(f)~~ ~~(e)~~ paying the player according to amounts set out in the payable for each hand.